

In the Claims:

Please amend claim 14 as follows:

1-13. (Cancelled)

14. (Currently Amended) A method of manufacturing a liquid crystal display, comprising the steps of:

fabricating a liquid crystal display panel whose speed of response of a liquid crystal varies depending on parts of a pixel region, by

sealing at the liquid crystal mixed with a reactive monomer between two substrates provided opposite to each other;

tilting liquid crystal molecules in part of at the pixel region of the liquid crystal display panel utilizing difference in the speed of response of the liquid crystal ~~that varies depending on parts of the pixel region~~;

polymerizing the reactive monomer to impart a different pre-tilt angle to the liquid crystal molecules in part of the pixel region; and

forming an area having a different threshold voltage in part of each pixel region.

15. (Original) A method of manufacturing a liquid crystal display according to claim 14, wherein the step of tilting the liquid crystal molecules in part of the

pixel region comprises a step of applying a predetermined voltage that is a repetition of a high voltage and a low voltage to the liquid crystal at a frequency determined based on the speed of response.

16. (Original) A method of manufacturing a liquid crystal display according to claim 14, wherein a liquid crystal display panel having an area with a different cell thickness in part of each pixel region is used as the liquid crystal display panel.

17. (Original) A method of manufacturing a liquid crystal display according to claim 14, wherein a liquid crystal display panel having an area with a different initial pre-tilt angle in part of each pixel region is used as the liquid crystal display panel.

18. (Original) A method of manufacturing a liquid crystal display according to claim 14, wherein a liquid crystal display panel having an area in which the direction of an electric field is different in part of each pixel region is used as the liquid crystal display panel.

19-40. (Cancelled)